

WHAT IS CLAIMED IS:

1. A game machine presenting a game in which a player  
character displayed on a game screen uses an object to attain a  
5 game objective, comprising:

operating means supplying operation data in response  
to an operation by a player;

player character displaying means moving and displaying  
the player character in accordance with operation data from the  
10 operating means;

background image generating means generating a  
background image of the game screen by combining a plurality of  
background characters for display;

copying means generating object data of a copy object  
15 obtained by copying any one of the background characters in  
accordance with predetermined operation data from the operating  
means;

copy object image generating means updating the object  
data of the copy object in accordance with the operation data from  
20 the operating means and causing an image of the copy object to  
be displayed at a position derived from the updated object data;  
and

deciding means deciding by using the copy object whether  
the player character has attained the game objective.

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2. The game machine according to claim 1, further comprising:

copy number restricting means restricting the number of times the background character can be copied by the copying means to generate the object data of the copy object, wherein the background image generating means provides the number of times the background character can be copied generated by the copy number restricting means to a background character that can be copied and generates the background image including the background character having displayed therein the number of times the background character can be copied for display.

3. The game machine according to claim 1, further comprising:

copy object placement detecting means detecting that the copy object has been placed adjacently to an upper portion of a predetermined background character on the background image; and

mount converting means converting, upon detection by the copy object placement detecting means that the copy object has been placed adjacently to the upper portion of the predetermined background character, the copy object to a background character with the copy object being mounted on the predetermined background character, wherein

the background image generating means generates the

background image including the background character obtained through conversion by the mount converting means.

4. The game machine according to claim 1, further comprising:

copy object placement detecting means detecting that the copy object has been placed within a predetermined range of a predetermined background character on the background image; and

attachment converting means converting, upon detection by the copy object placement detecting means that the copy object has been placed within the predetermined range of the predetermined background character, the copy object to a background character with the copy object being attached to a place selected from a group of a left portion, a right portion, and a bottom portion of the predetermined background character, wherein

the background image generating means generates the background image including the background character obtained through conversion by the attachment converting means.

5. The game machine according to claim 4, wherein the copy object placement detecting means calculates a distance by using position data of the predetermined background character and position data of the copy object, and when the distance has a value equal to or smaller than a predetermined value, detects that the copy object has been placed within the predetermined range.

6. The game machine according to claim 1, further comprising:

target displaying means displaying a target on the game  
5 screen, the target, when touched by another object, allowing the  
player to attain the game objective, wherein

the copy object is a block serving as a stair for the  
player character on the game image, and

the deciding means decides that the player character has  
10 attained the game objective when the player character makes contact  
with the target upon movement on the game screen by using the block  
as the stair, or when the player character causes the block to  
make contact with the target.

15 7. A storage medium having stored therein a game program  
executed on a computer presenting a game in which a player character  
displayed on a game screen uses an object to attain a game objective,  
the game program causing the computer to execute steps comprising:

a player character displaying step of moving and  
20 displaying the player character in accordance with operation data  
from an operating section supplying operation data in response  
to an operation by a player;

a background image generating step of generating a  
background image of the game screen by combining a plurality of  
25 background characters for display;

a copying step of generating object data of a copy object obtained by copying any one of the background characters in accordance with predetermined operation data from the operating section;

5 a copy object image generating step of updating the object data of the copy object in accordance with the operation data from the operating section and causing an image of the copy object to be displayed at a position derived from the updated object data; and

10 a deciding step of deciding by using the copy object whether the player character has attained the game objective.

8. The storage medium having stored therein the game program according to claim 7, wherein

15 the game program further causes the computer to execute a copy number restricting step of restricting the number of times the background character can be copied in the copying step to generate the object data of the copy object, and

the background image generating step provides the number  
20 of times the background character can be copied generated by the copy number restricting means to a background character that can be copied and generates the background image including the background character having displayed therein the number of times the background character can be copied for display.

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9. The storage medium having stored therein the game program according to claim 7, wherein

the game program further causes the computer to execute:

a copy object placement detecting step of detecting that  
5 the copy object has been placed adjacently to an upper portion  
of a predetermined background character on the background image;  
and

a mount converting step of converting, upon detection  
in the copy object placement detecting step that the copy object  
10 has been placed adjacently to the upper portion of the predetermined  
background character, the copy object to a background character  
with the copy object being mounted on the predetermined background  
character, and

the background image generating step generates the  
15 background image including the background character obtained  
through conversion in the mount converting step.

10. The storage medium having stored therein the game program according to claim 7, wherein

20 the game program further causes the computer to execute:

a copy object placement detecting step of detecting that  
the copy object has been placed within a predetermined range of  
a predetermined background character on the background image; and

an attachment converting step of converting, upon  
25 detection in the copy object placement detecting step that the

copy object has been placed within the predetermined range of the predetermined background character, the copy object to a background character with the copy object being attached to a place selected from a group of a left portion, a right portion, and a bottom portion  
5 of the predetermined background character, wherein

the background image generating step generates the background image including the background character obtained through conversion in the attachment converting step.

10 11. The storage medium having stored therein the game program according to claim 10, wherein

the copy object placement detecting step calculates a distance by using position data of the predetermined background character and position data of the copy object, and when the distance  
15 has a value equal to or smaller than a predetermined value, detects that the copy object has been placed within the predetermined range.

12. The storage medium having stored therein the game program according to claim 7, wherein

20 the game program further causes the computer to execute a target displaying step of displaying a target on the game screen, the target, when touched by another object, allowing the player to attain the game objective,

the copy object is a block serving as a stair for the  
25 player character on the game image, and

the deciding step decides that the player character has attained the game objective when the player character makes contact with the target upon movement on the game screen by using the block as the stair, or when the player character causes the block to  
5 make contact with the target.